

DIGITAL GAME ART BOOK



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01

2020
pre-production

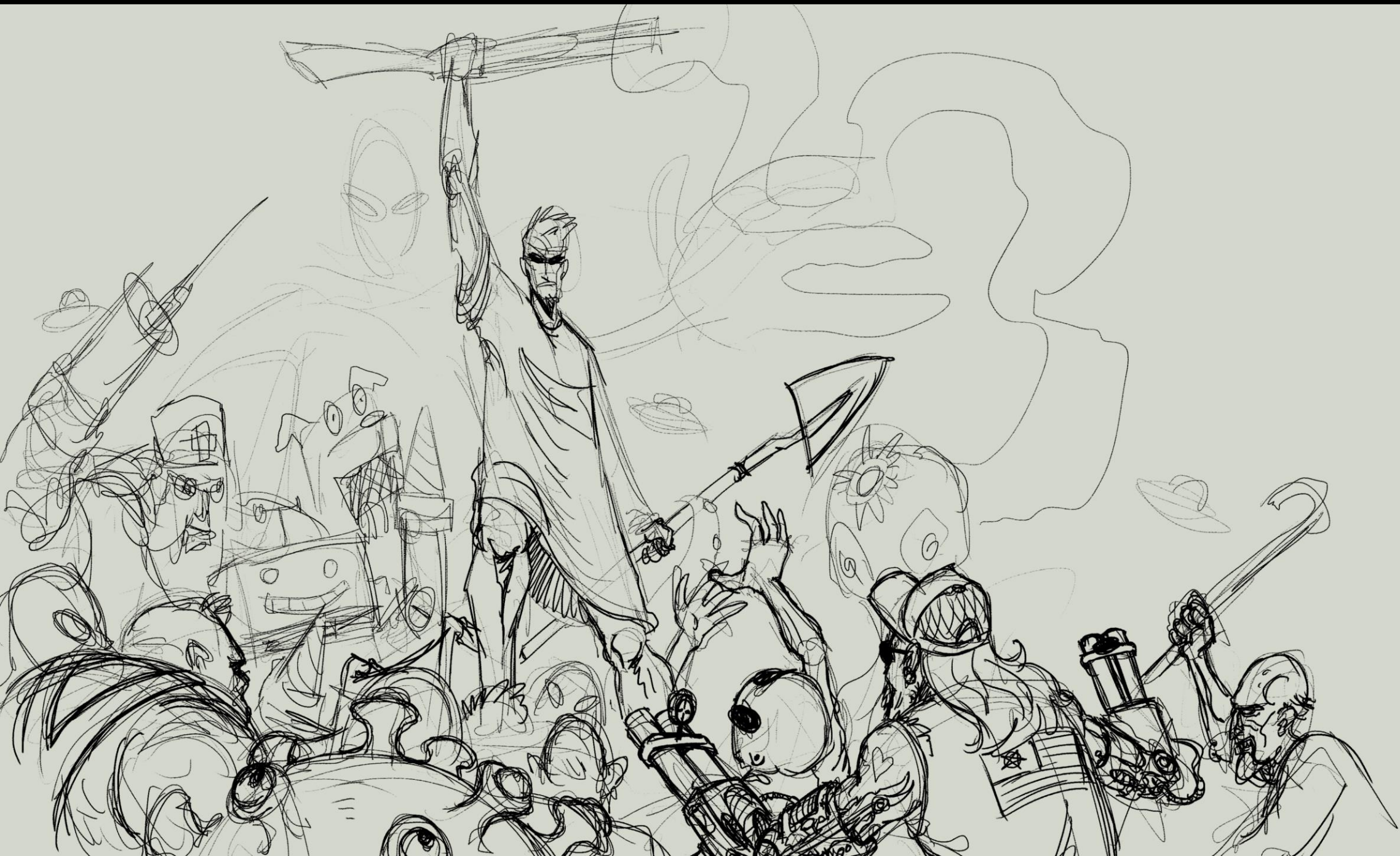


POSTAL
BRAIN DAMAGED

POSTAL
BRAIN
DAMAGED

POSTAL
BRAIN DAMAGED

POSTAL
BRAIN
DAMAGED





DOSE
BRAIN DAMAGED

DOSE
BRAIN
DAMAGED

KILLER-GARDEN-GNOME
(UNAMERICAN DREAM)



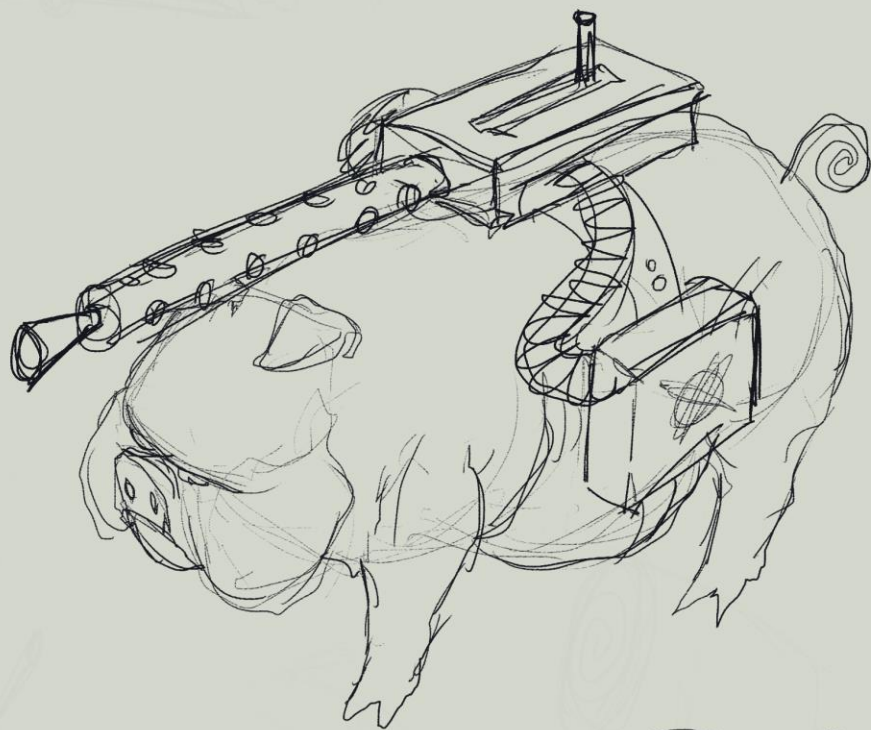
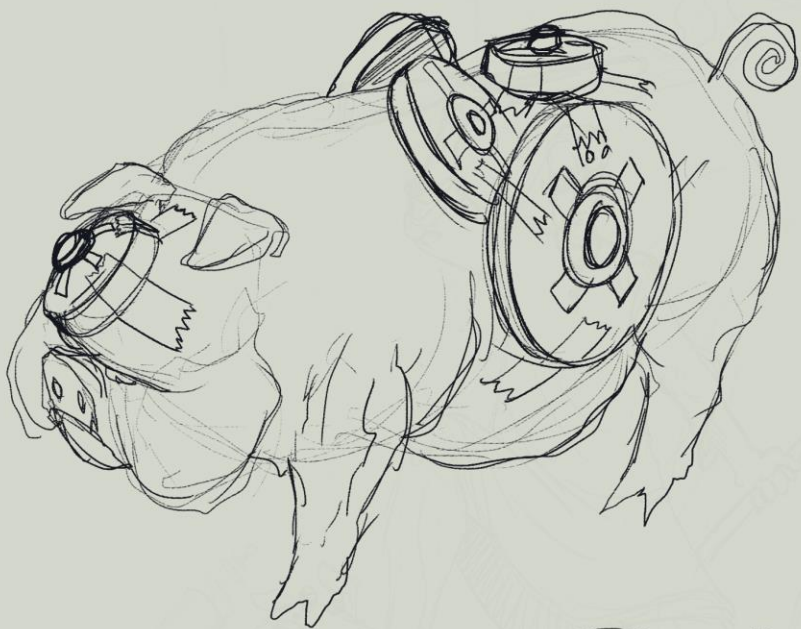
ELONS'S
DEATH-STAR'S
FAP
TROOPER



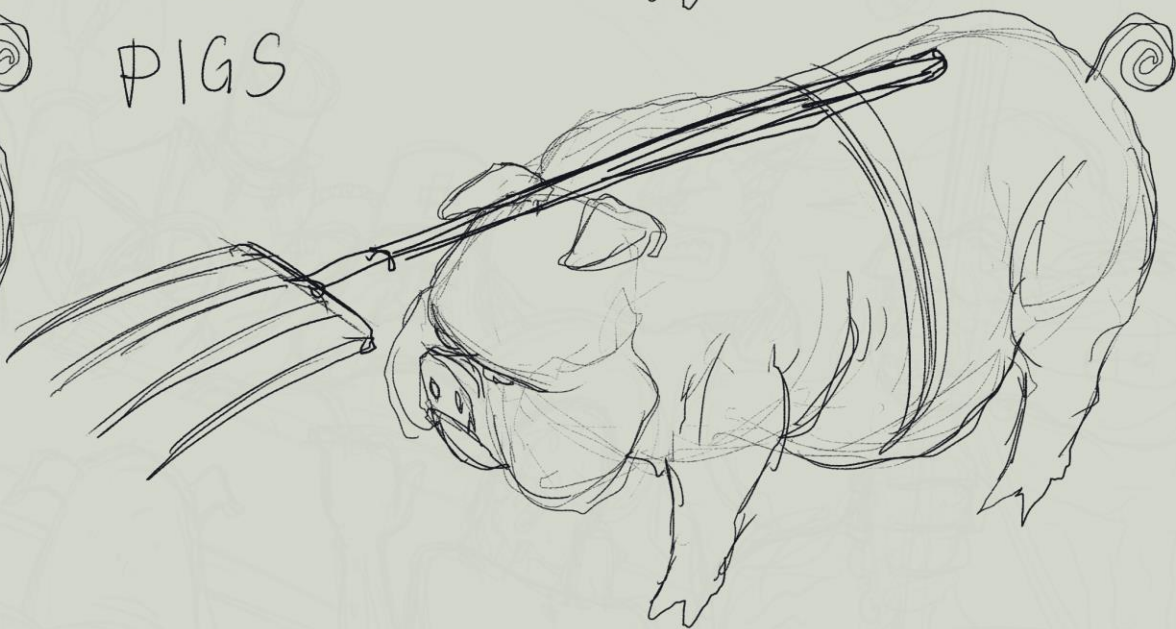
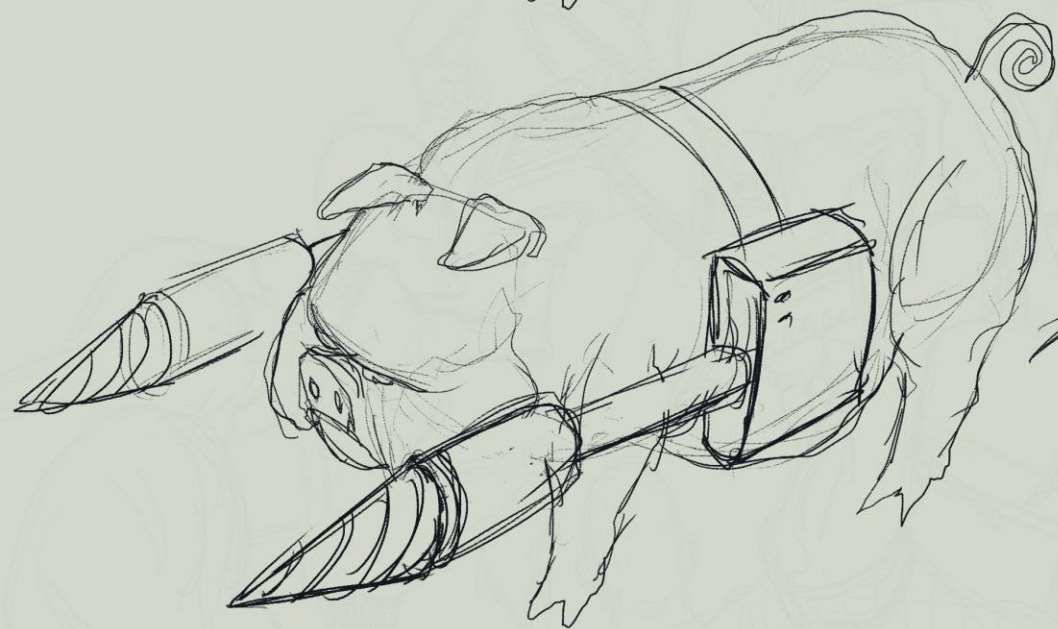
FISHERMAN
JOE





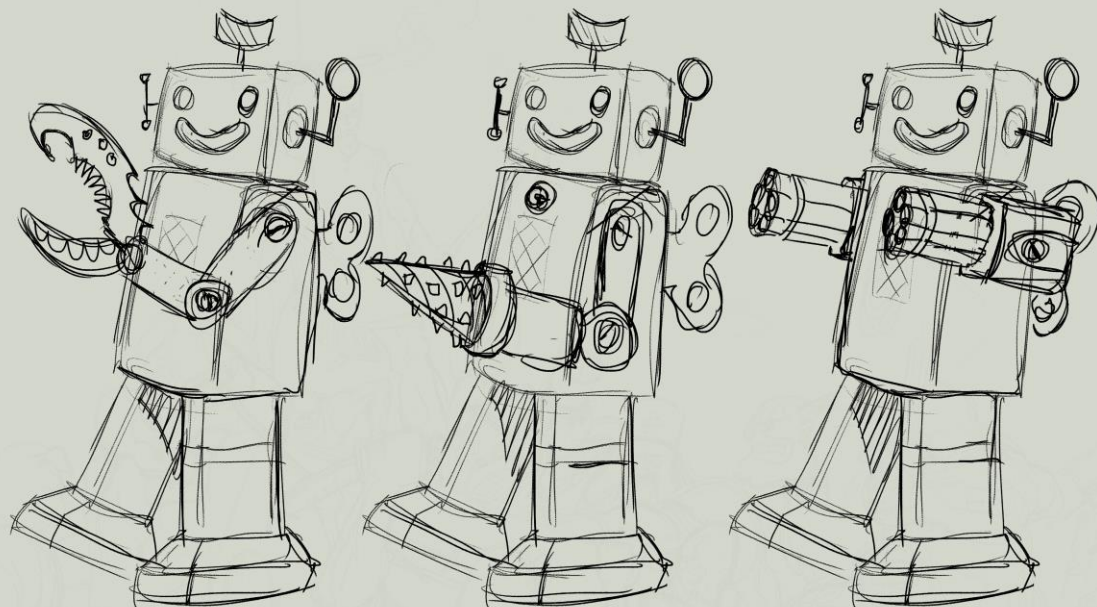


WAR
PIGS





COVIDOSAUR



PNEUMATIC
DILDOS



GÓWNIANY
POTWOR
Z KIBLA



TAPEWORM
TERROR

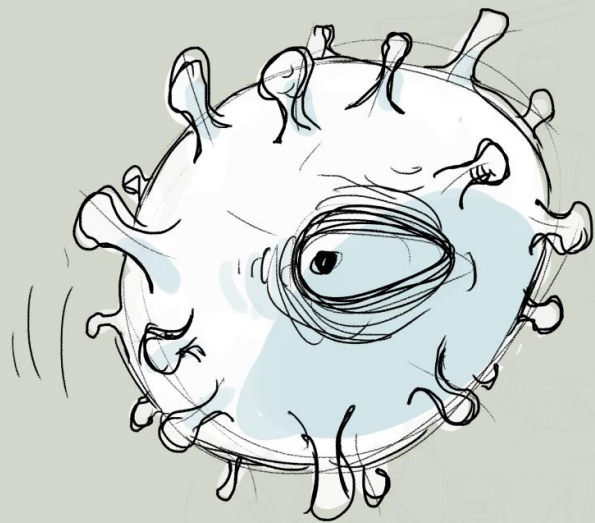




DICK
BOY

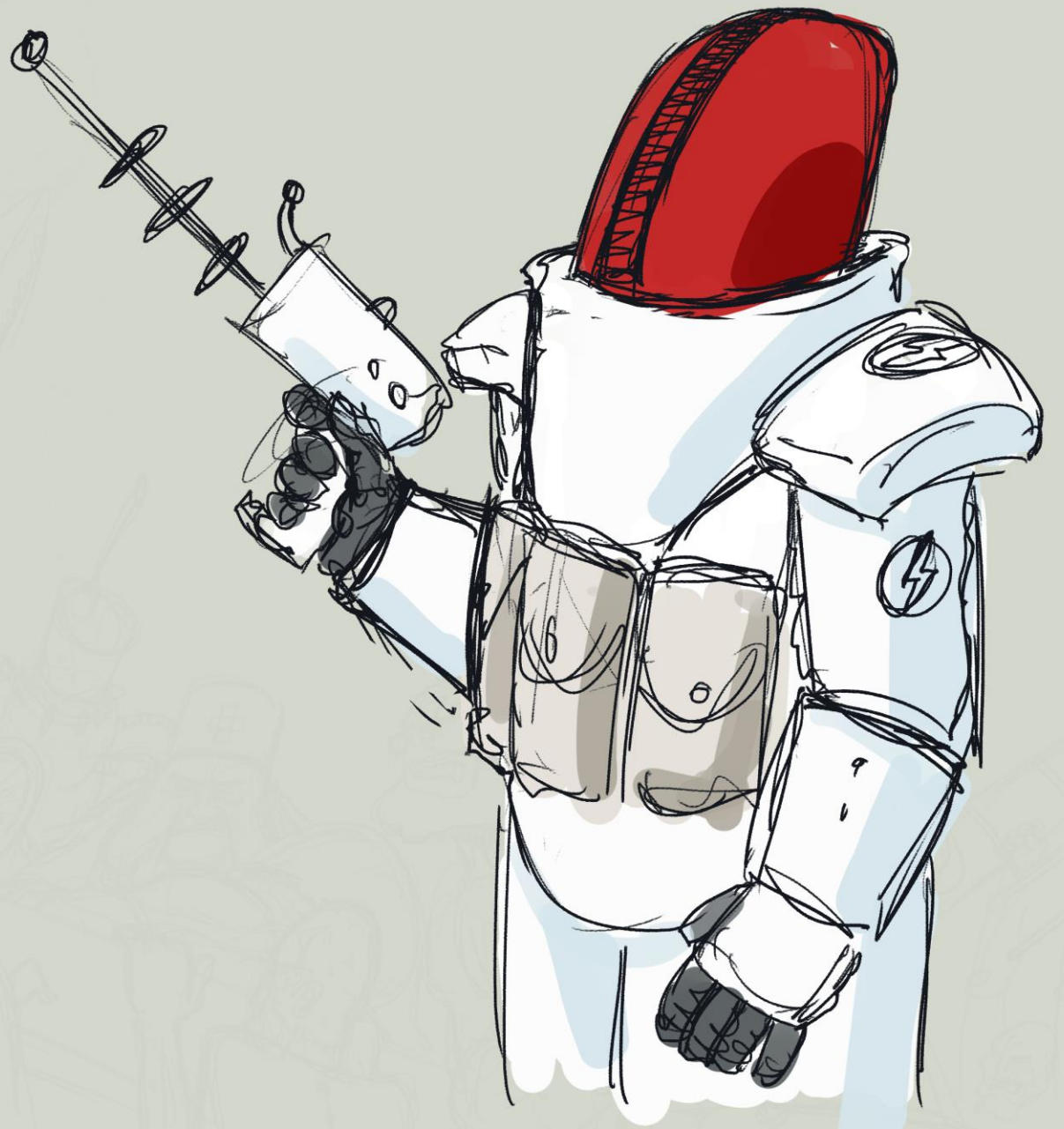
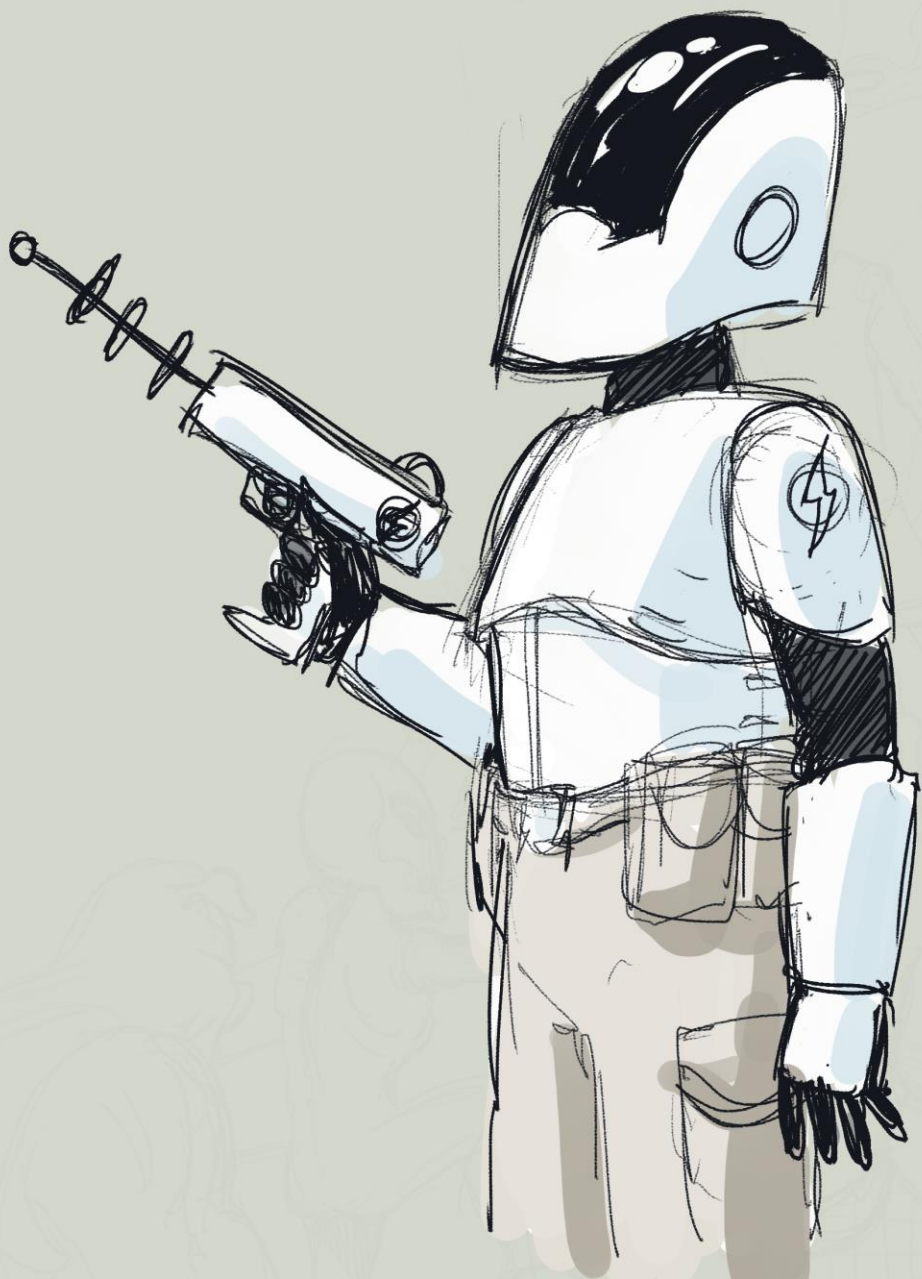
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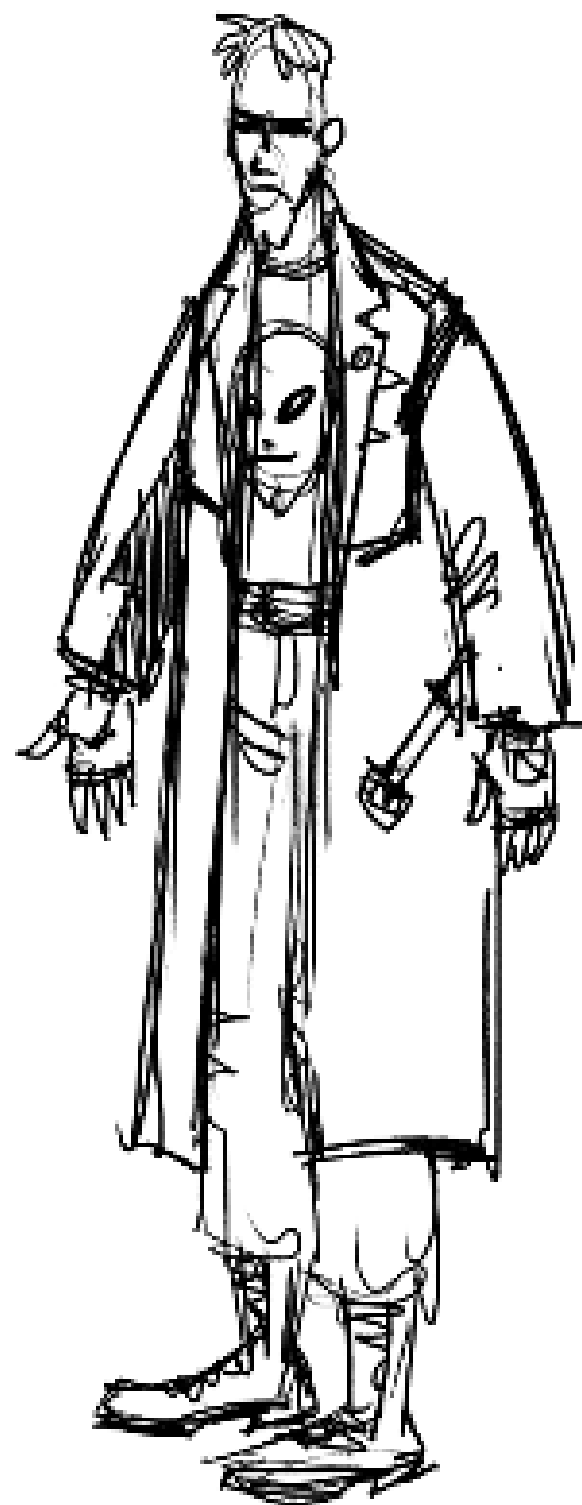
DOUBLE DONG

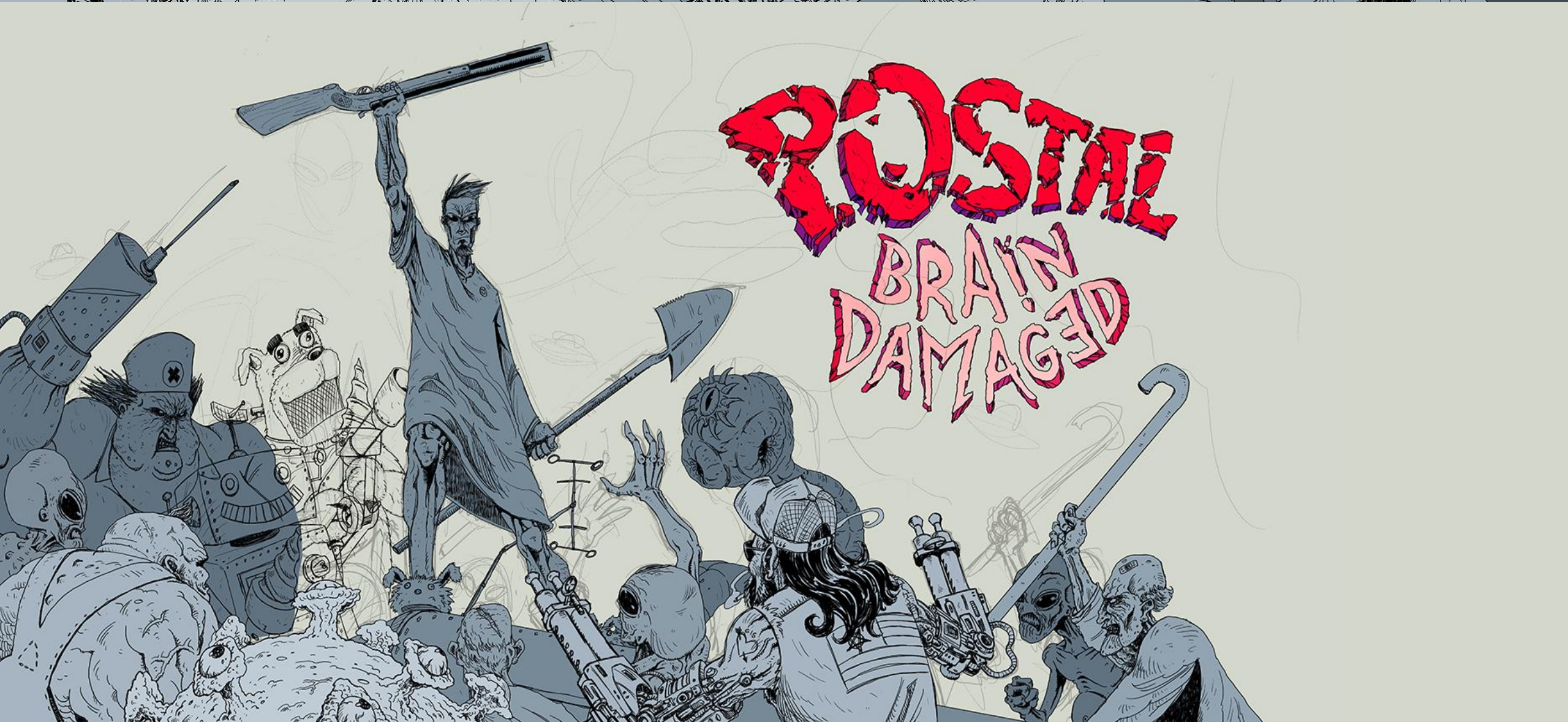
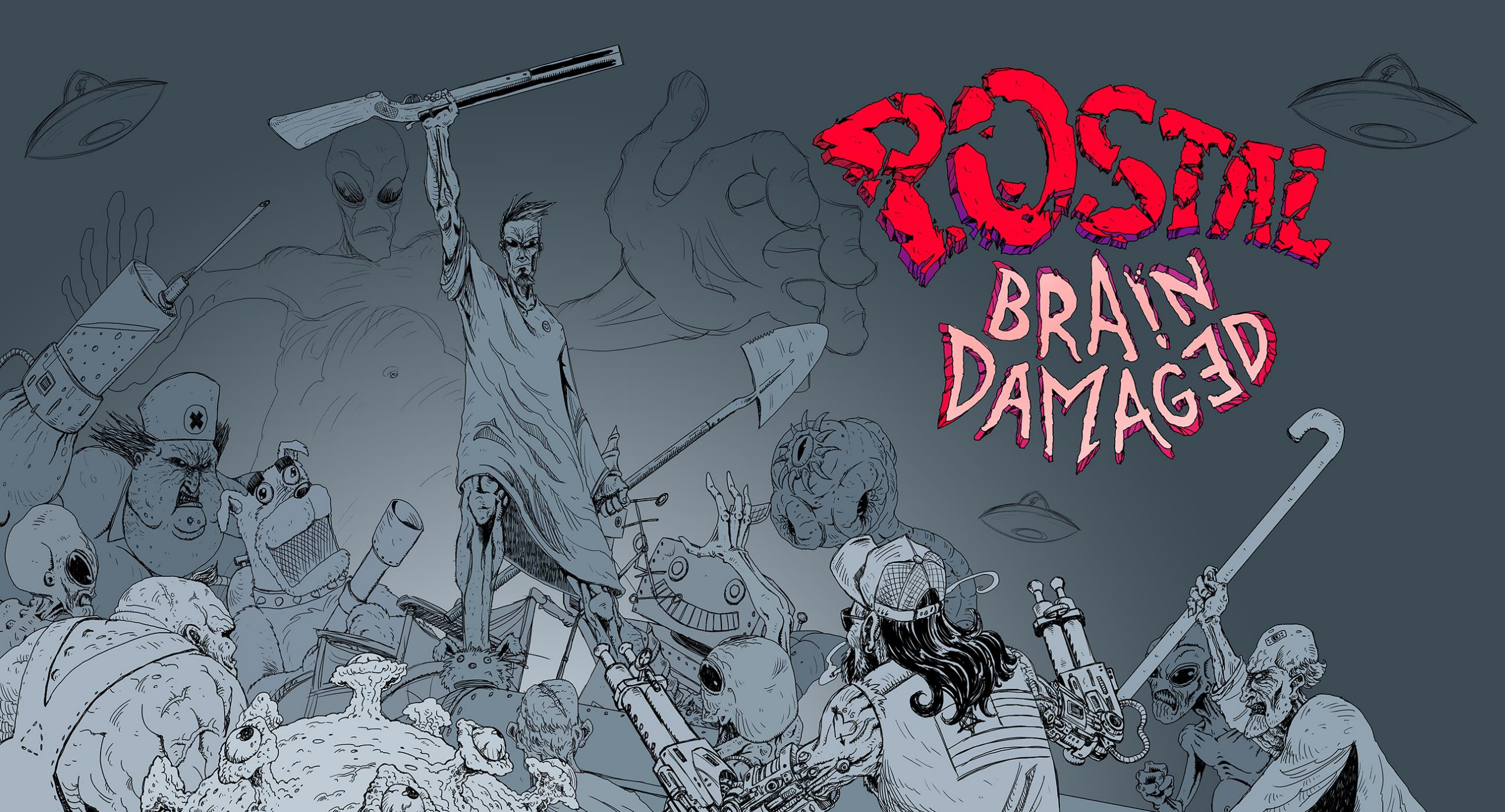


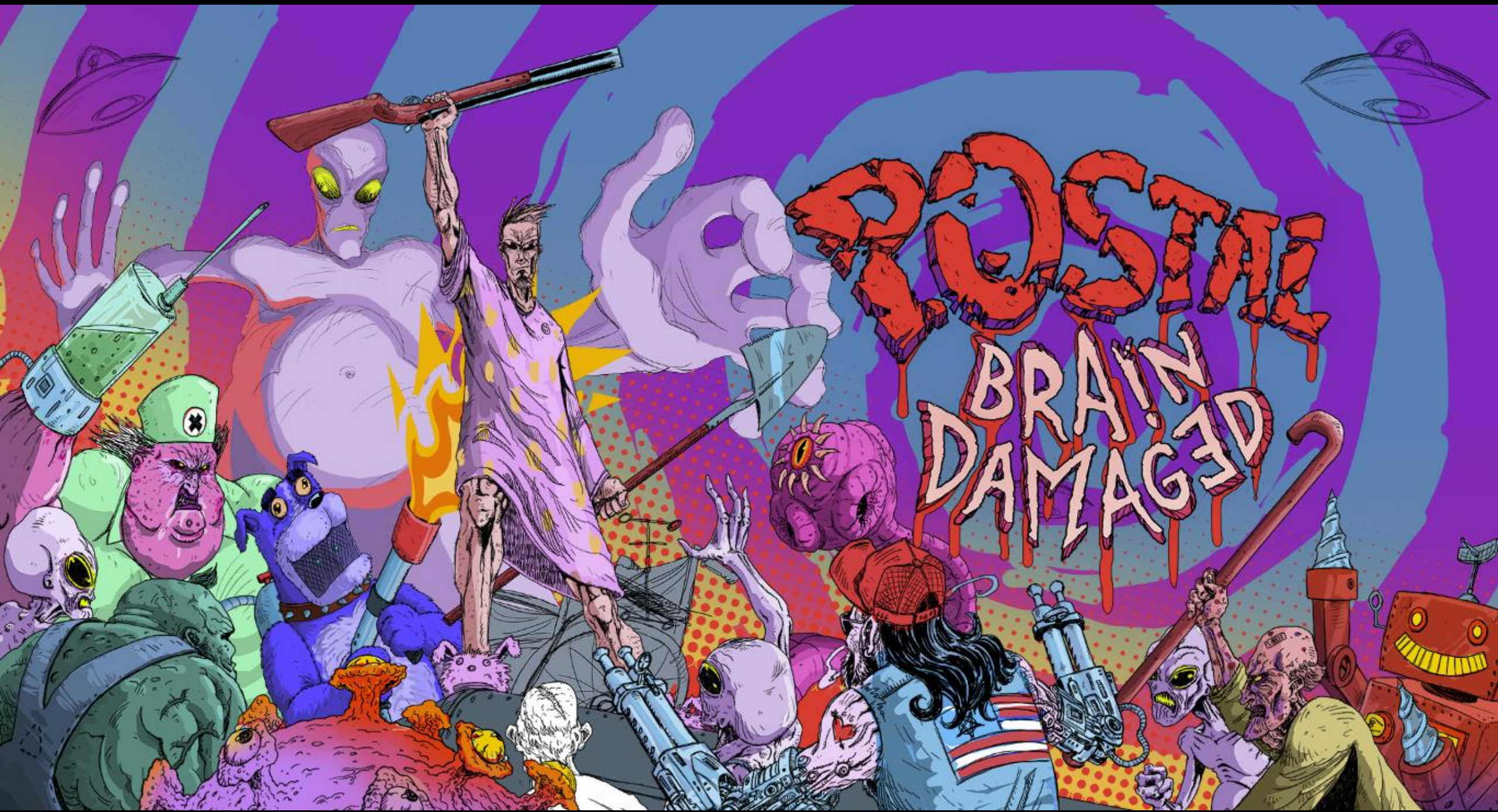


GIANT
PIGEON













02

2020
pre-alpha
& teaser



P_PDUDE_02





P_CLOWN_CANNON



POSTAL
BUTY OFFENSE

DILDOGUN aka. loVeCaNnOn



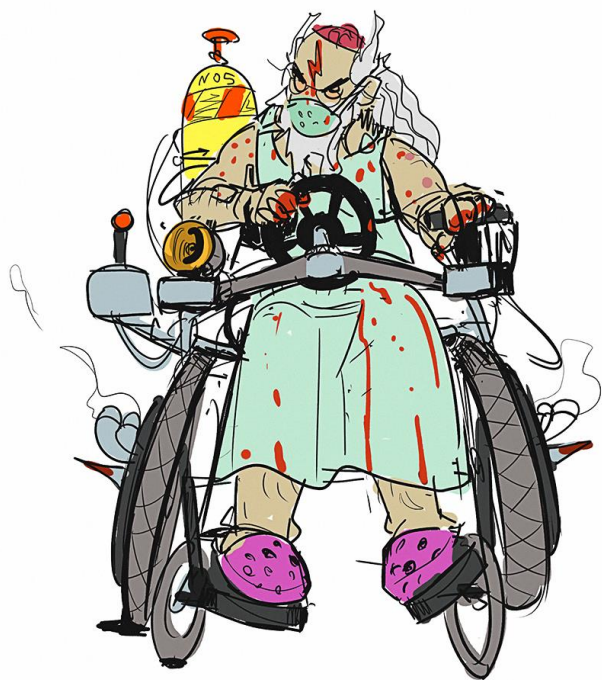
p_dudescamp_01



P_REDNECKSWAMP_01



1



2



3

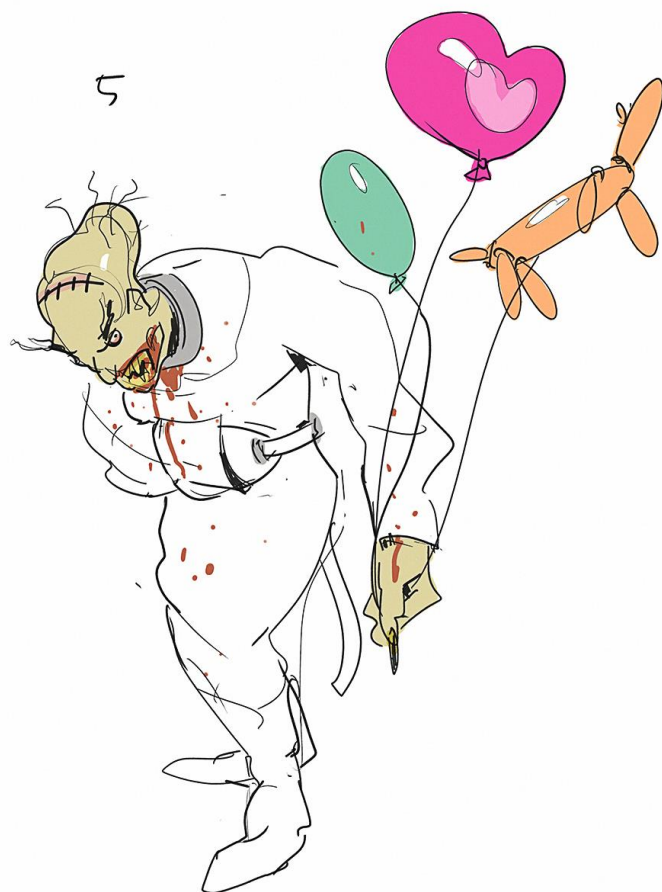


E-WHEELCHAIR

4



5



E-STRAITJACKET

RANGED



ELDER

meele



ELDER GRANNIE







P_ASYLUM_CORRIDOR



P_ASYLUM_WANK



P_ASYLUM_GAMEPLAY05

aaa









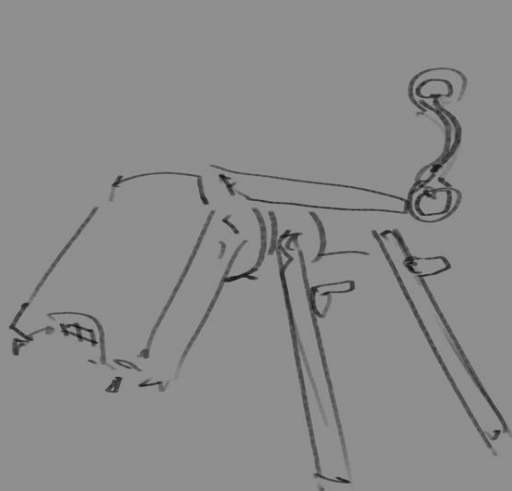




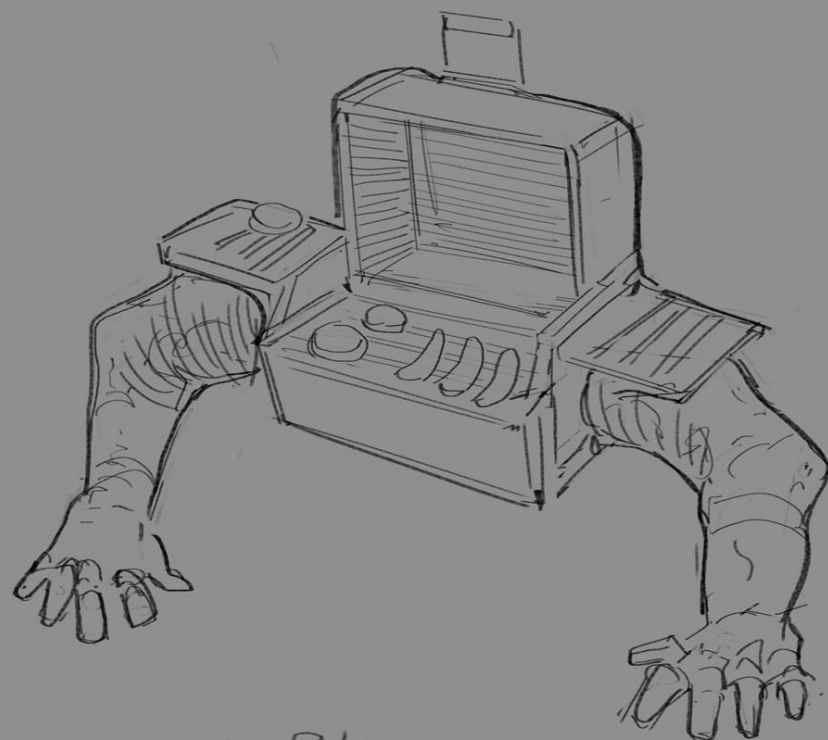
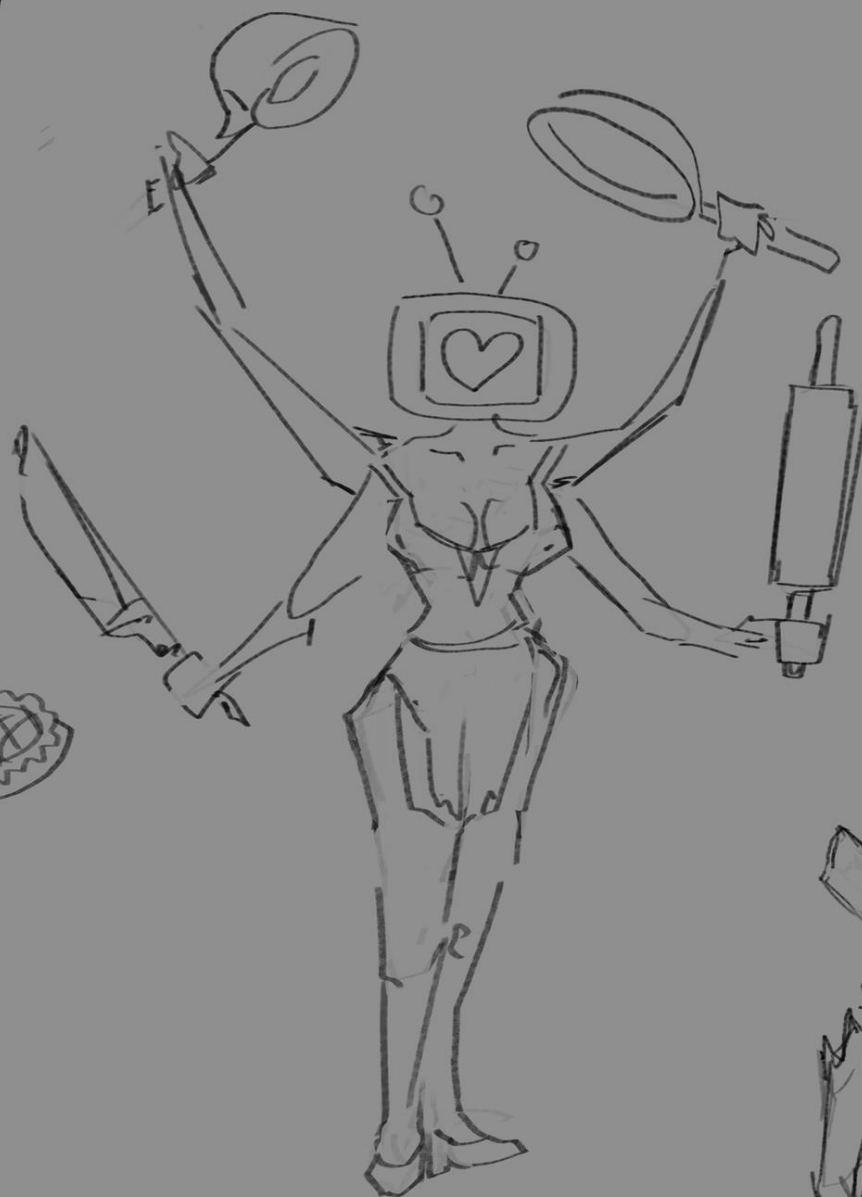


03

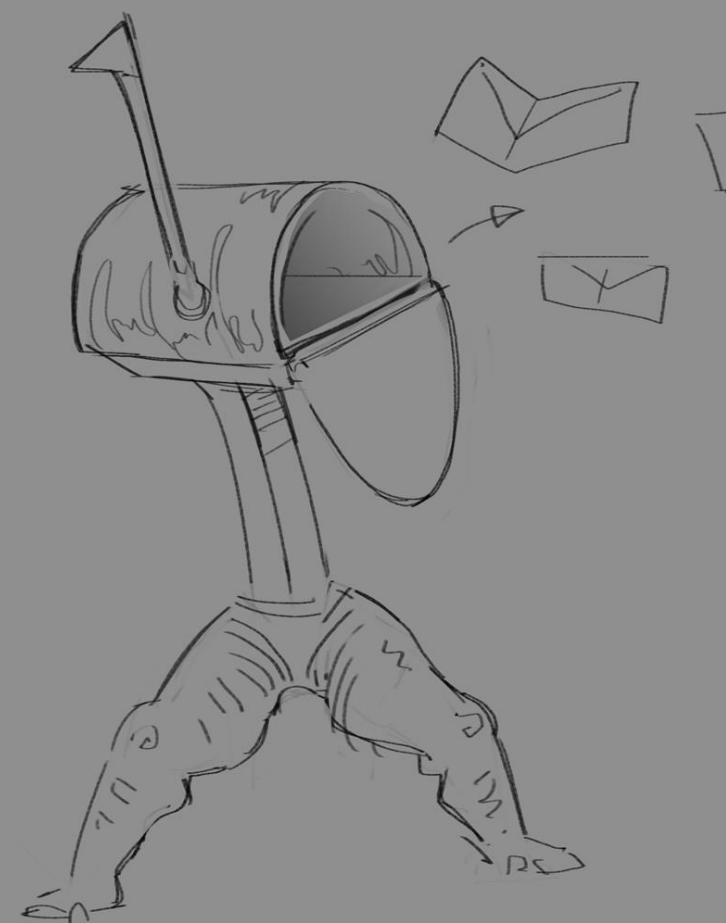
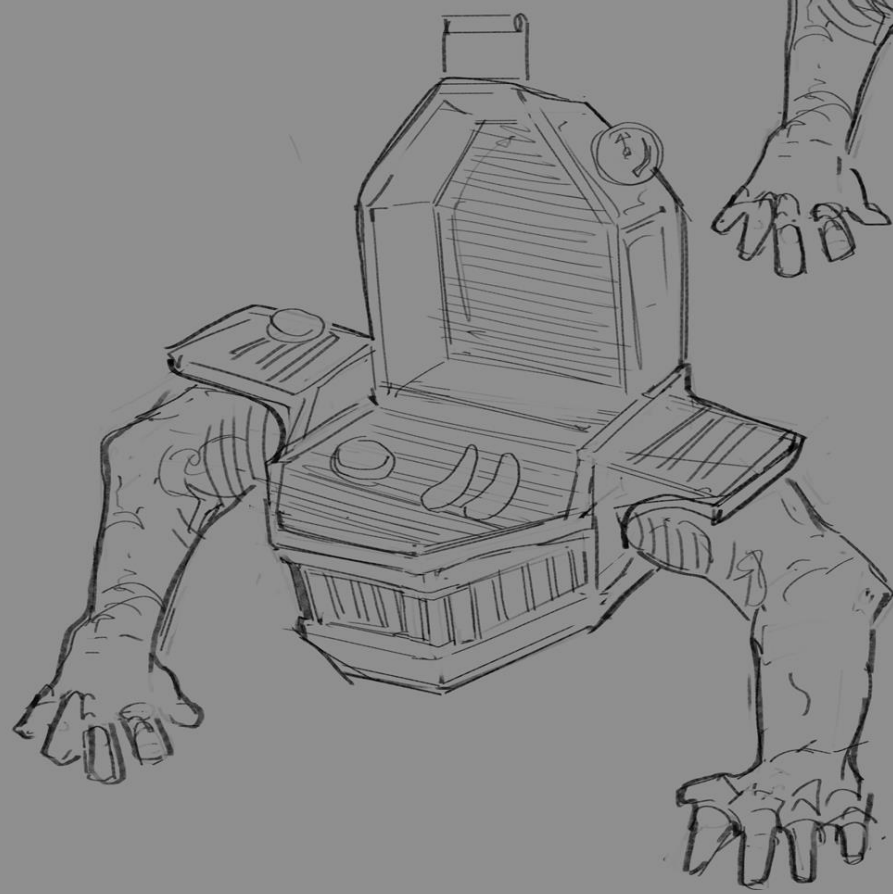
2021
alpha

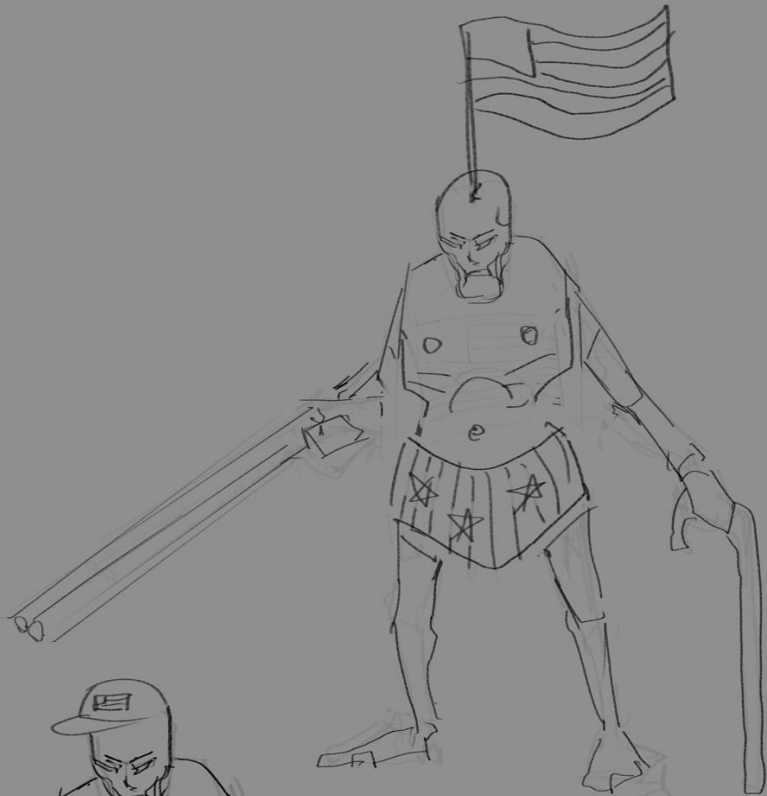


TURKEY

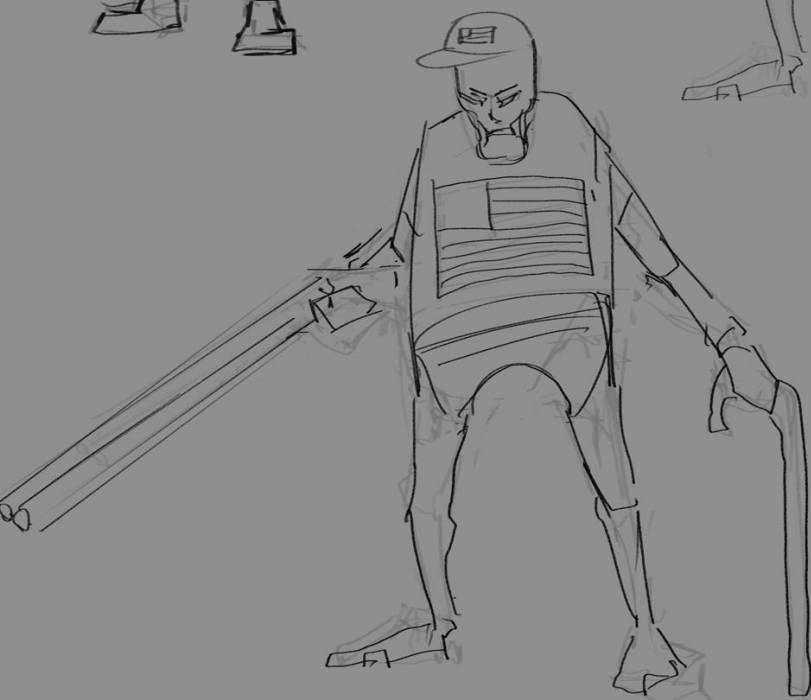


GRILLOSAUR

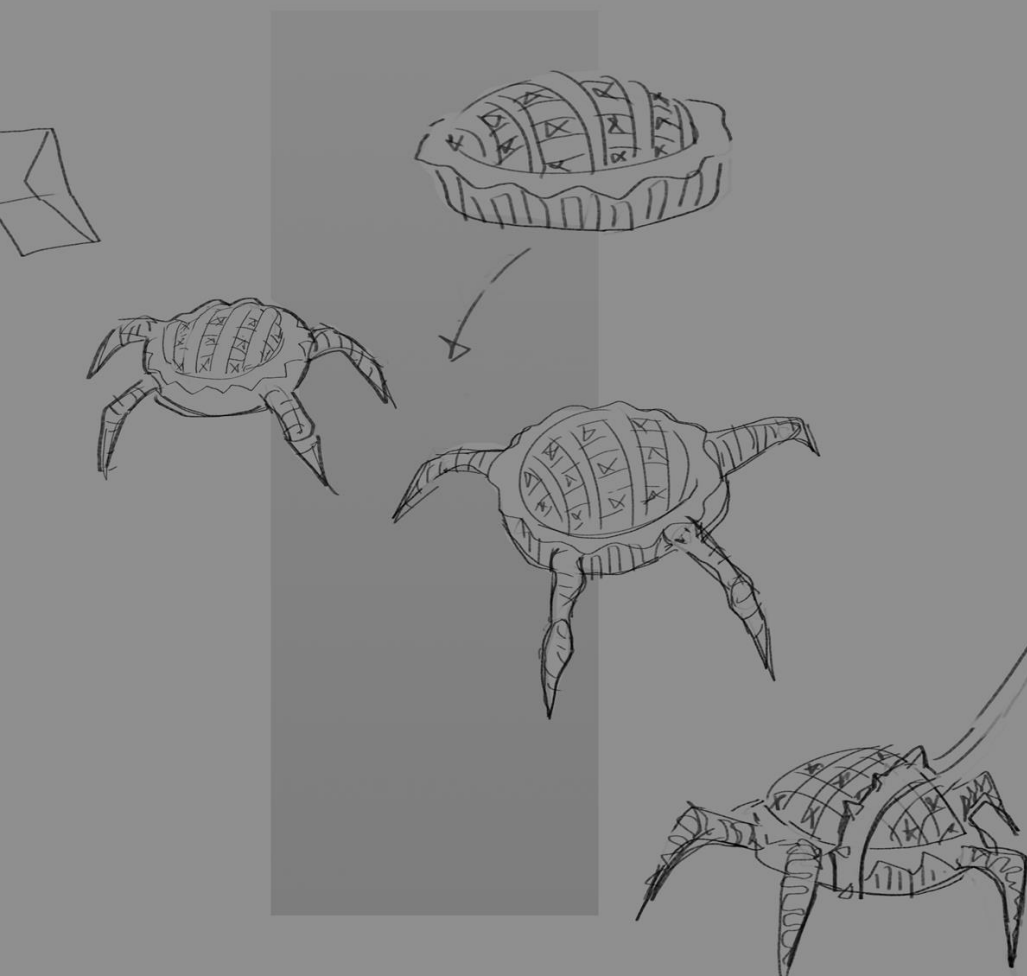




GUN-GUY



I'M CALLING THE POLICE!



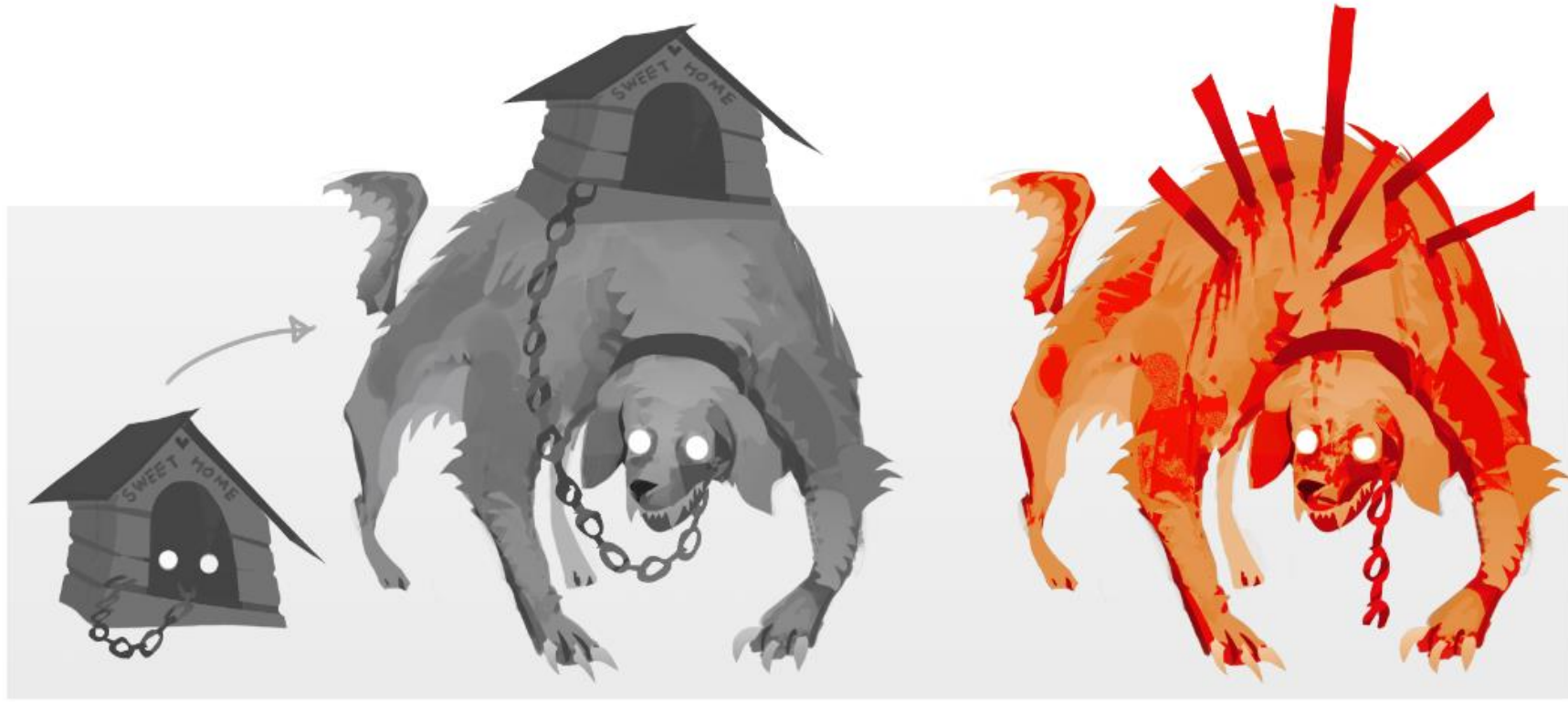
BROKEN GUM



MAD DOGE

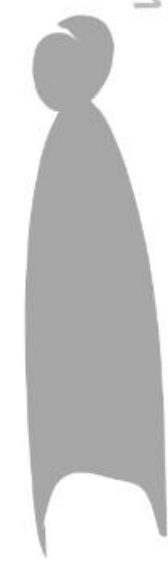


FODER



HEAVY ELITE
FODER

DUDE
SCALE

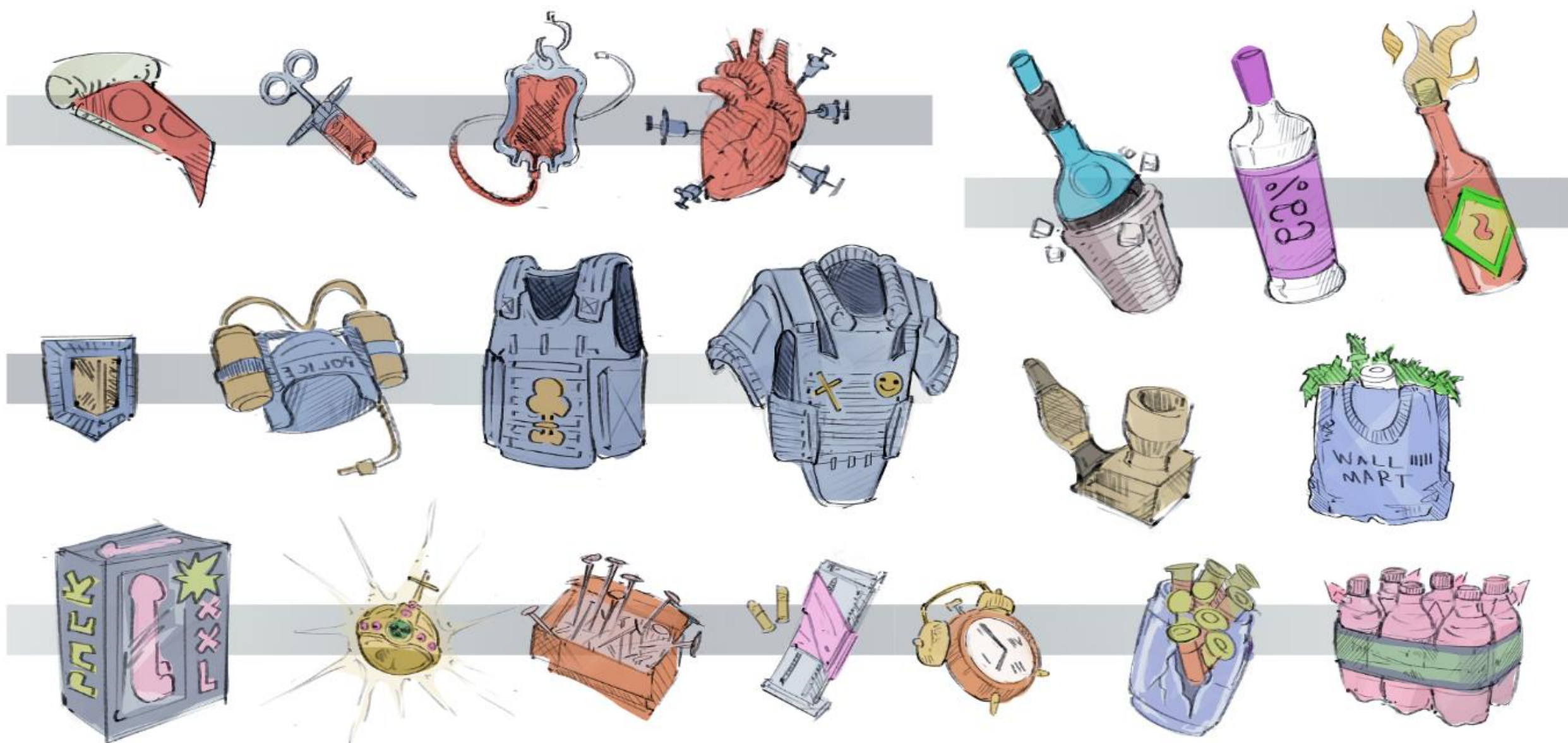






MINAS
TIRTH







SHED





FRANK RADECKI 2020





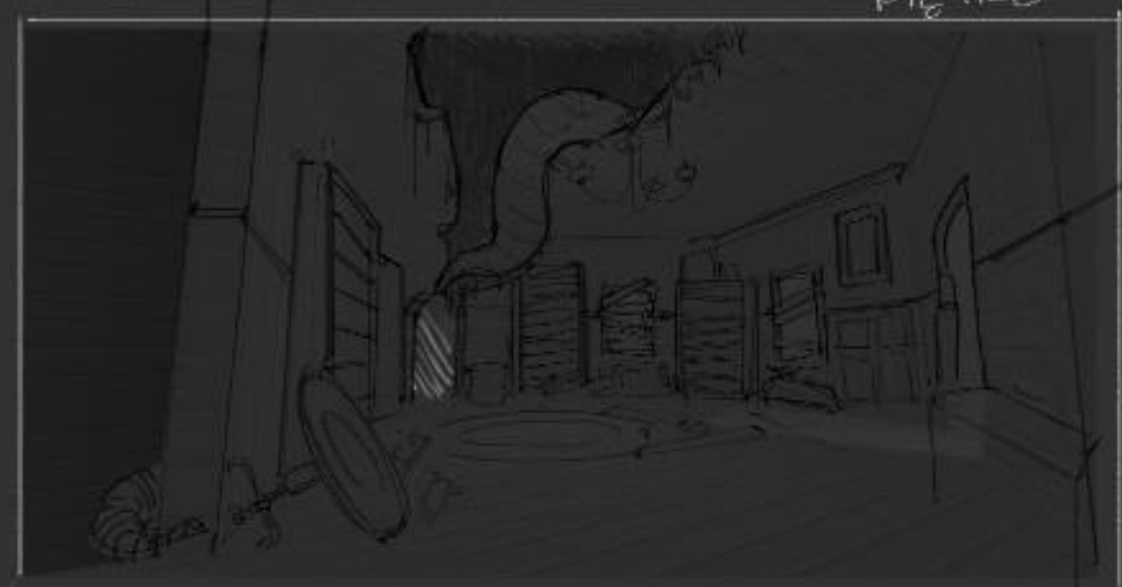
DOLNY POKÓJ



KLUCZ

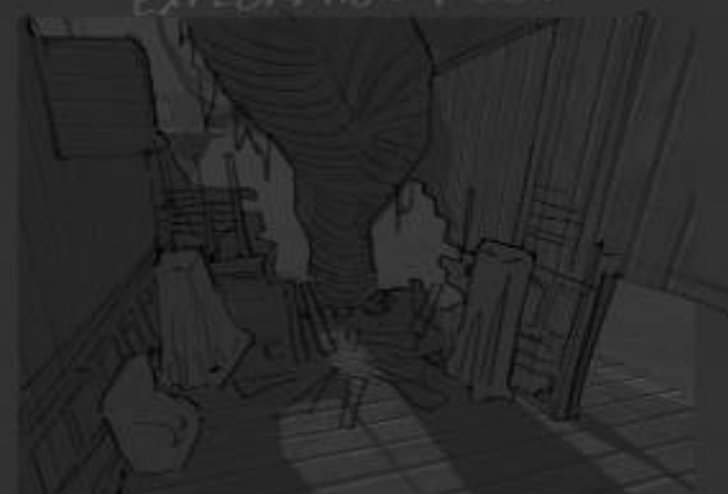
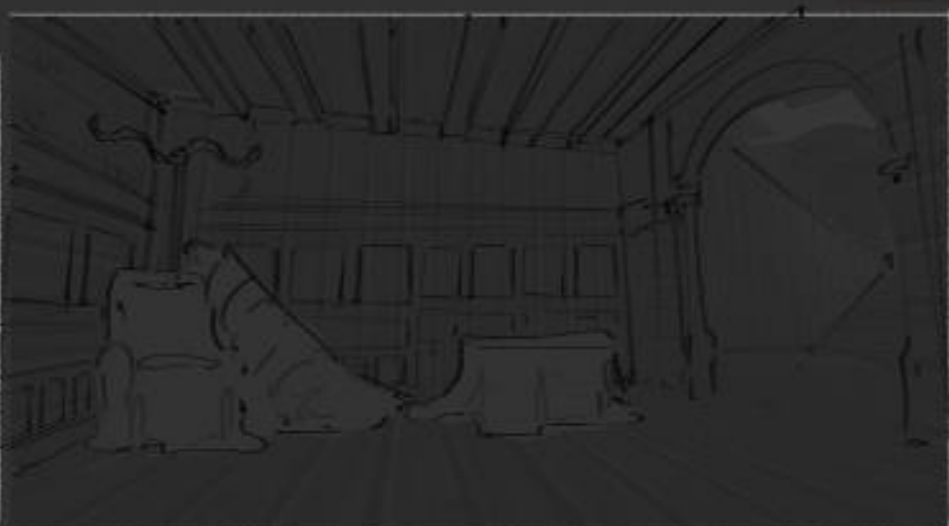


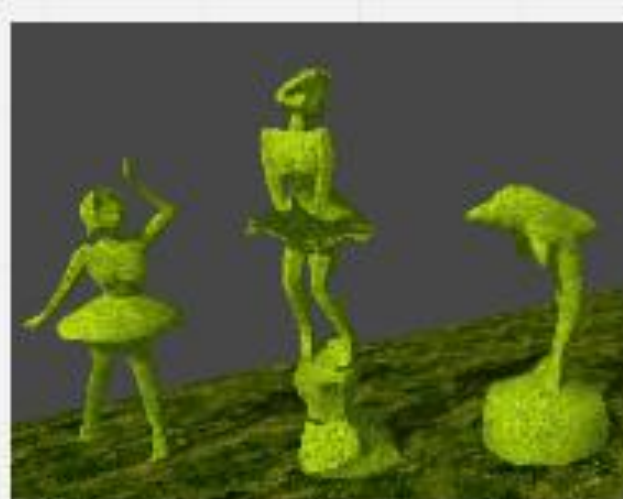
PIETRO



EXPLORATION ROOM

WEJŚCIE





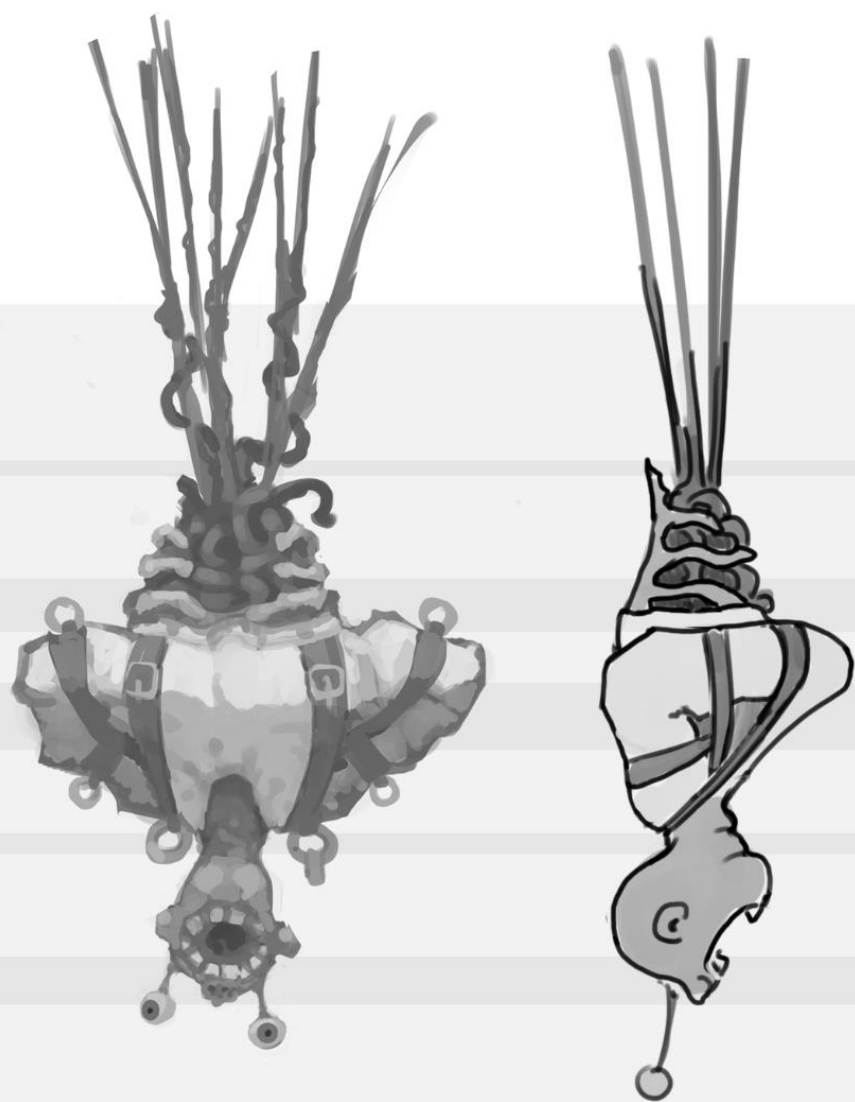


04 | 2021
rallying the freaks







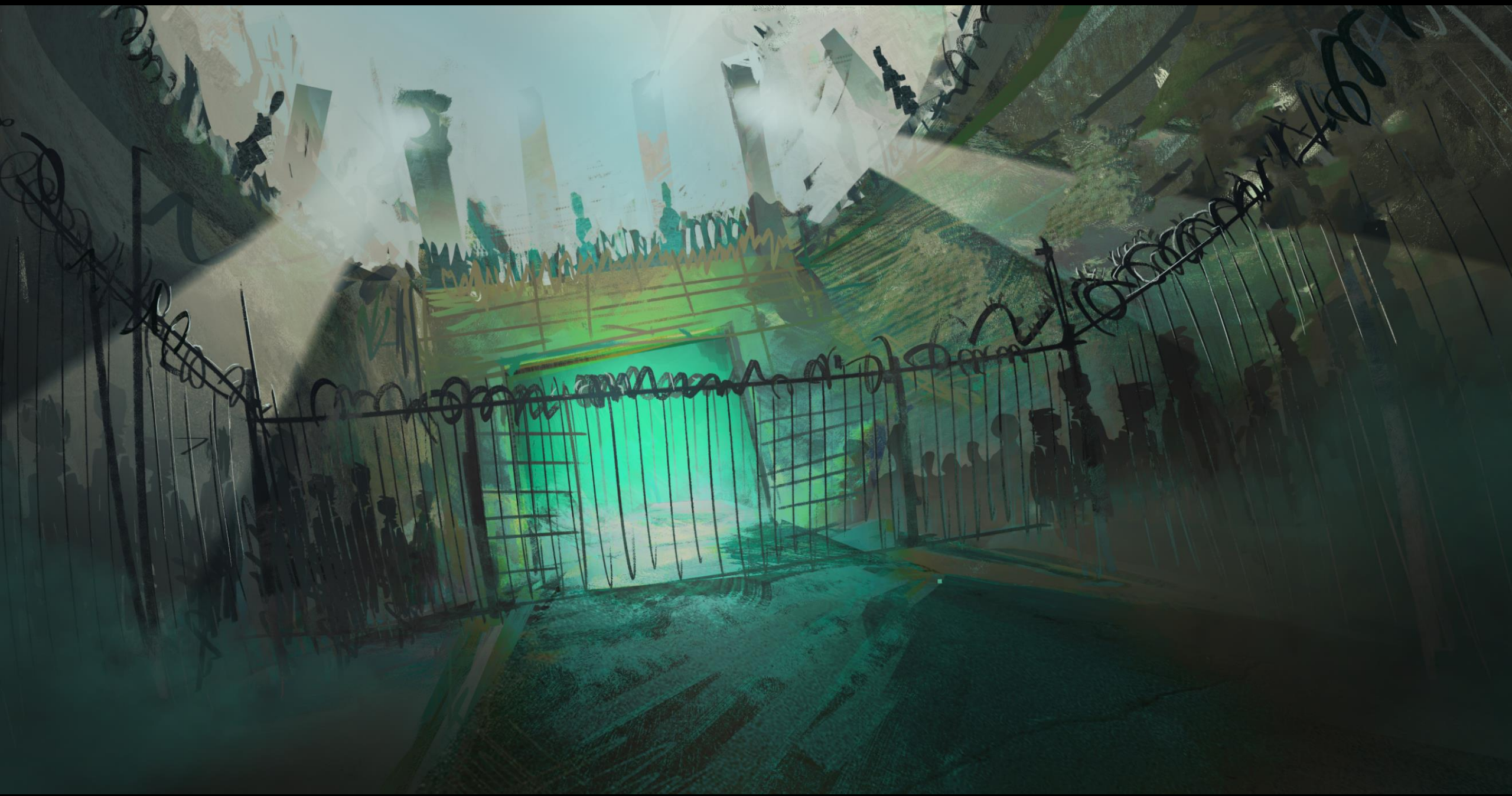






05

2021
crafting the
world













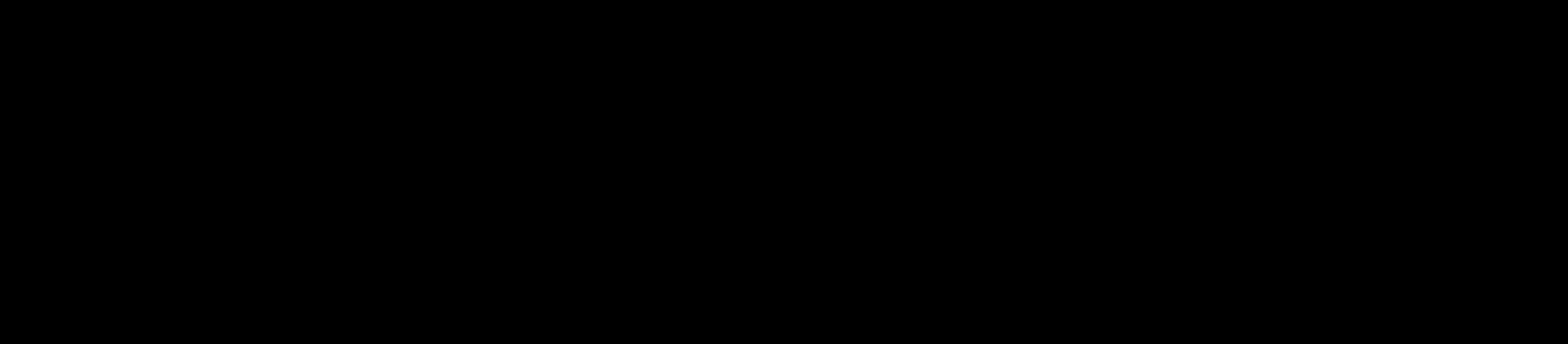
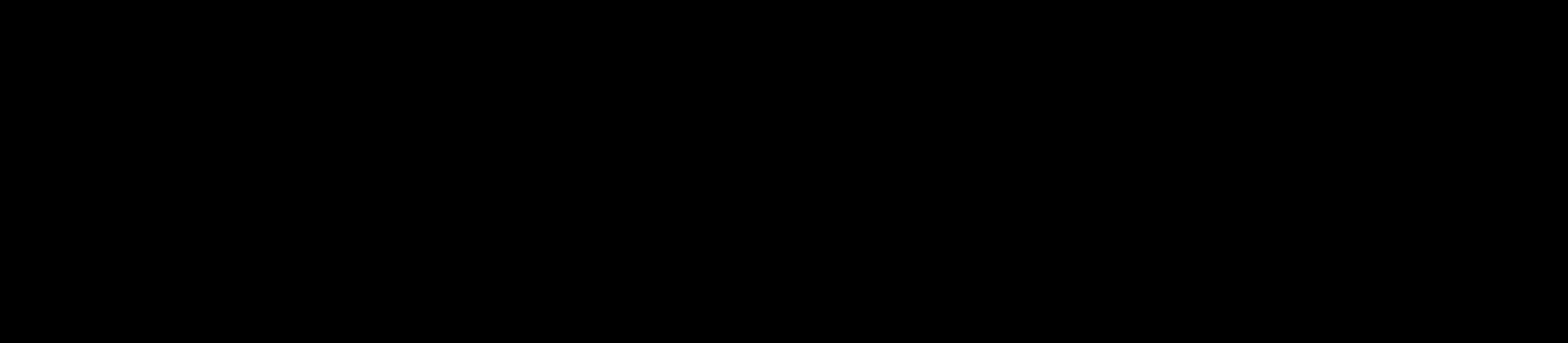








FRANK RADZKI
2021



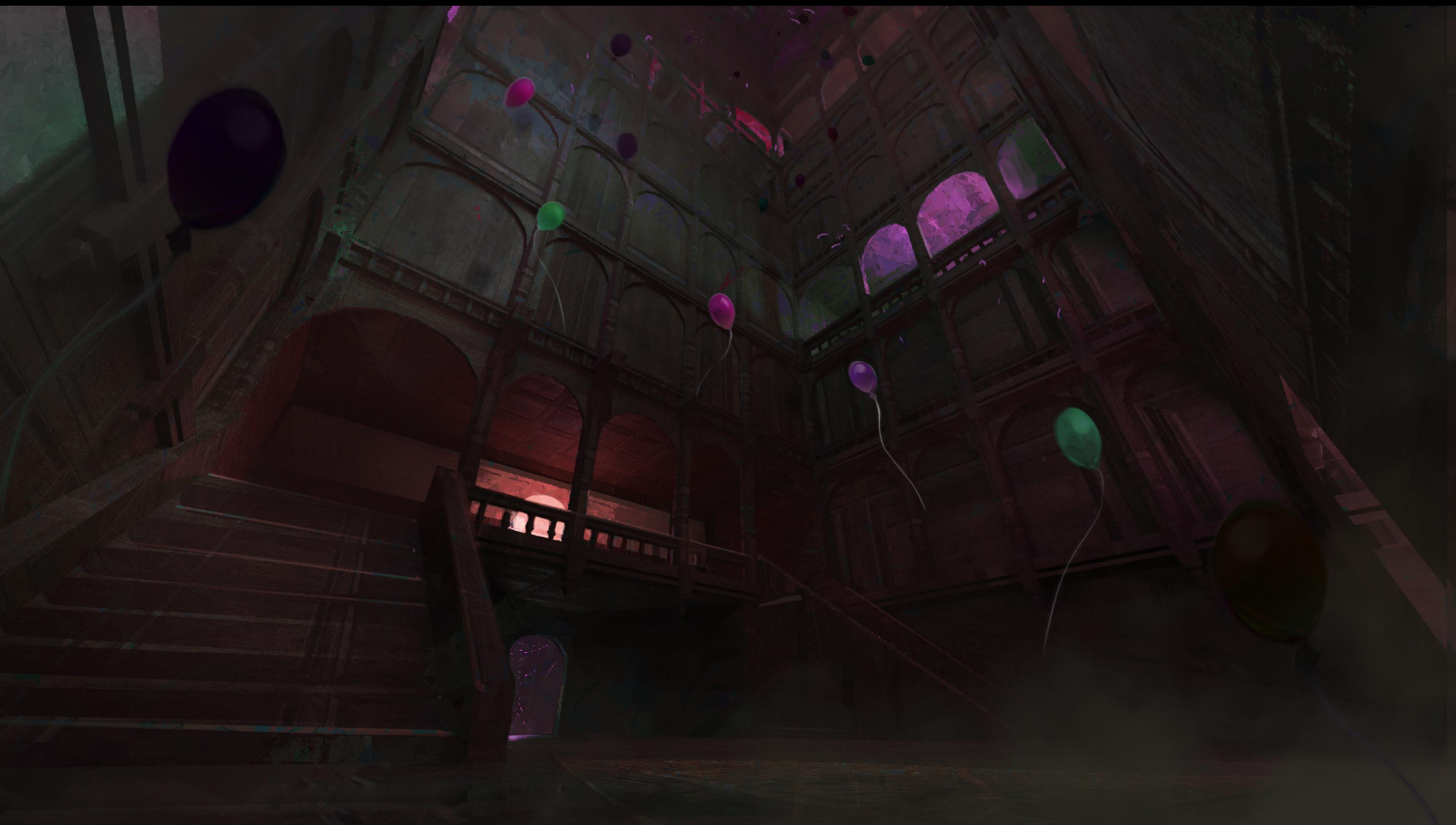






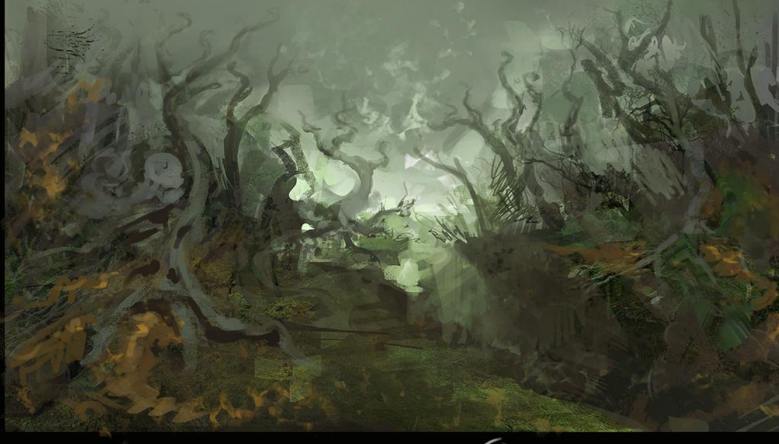
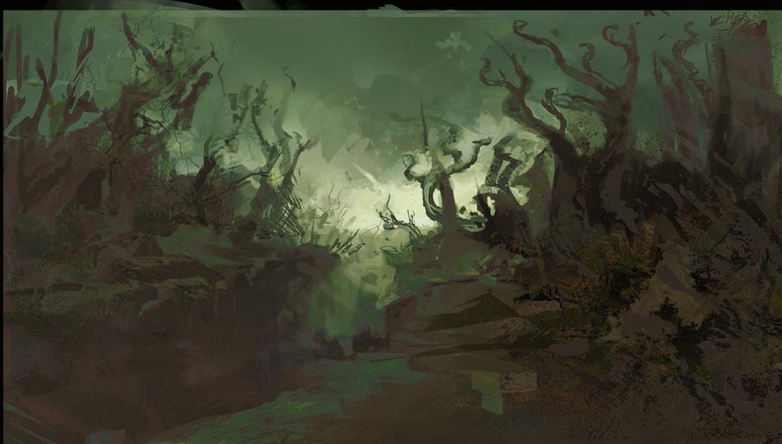
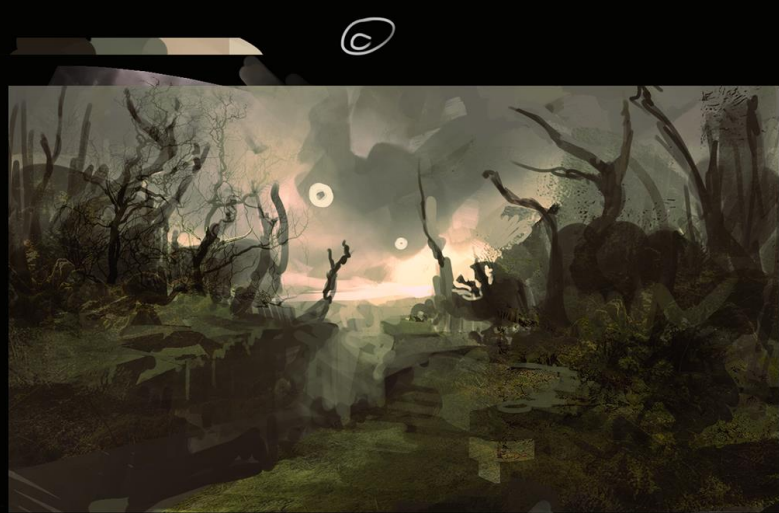
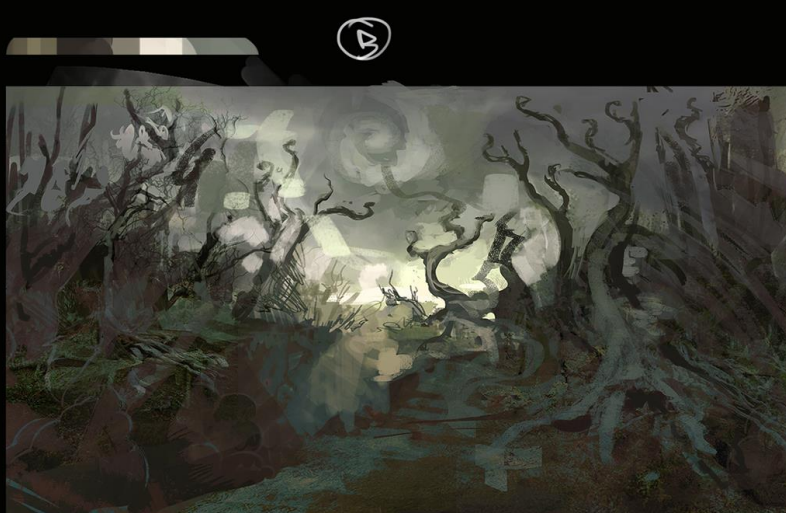
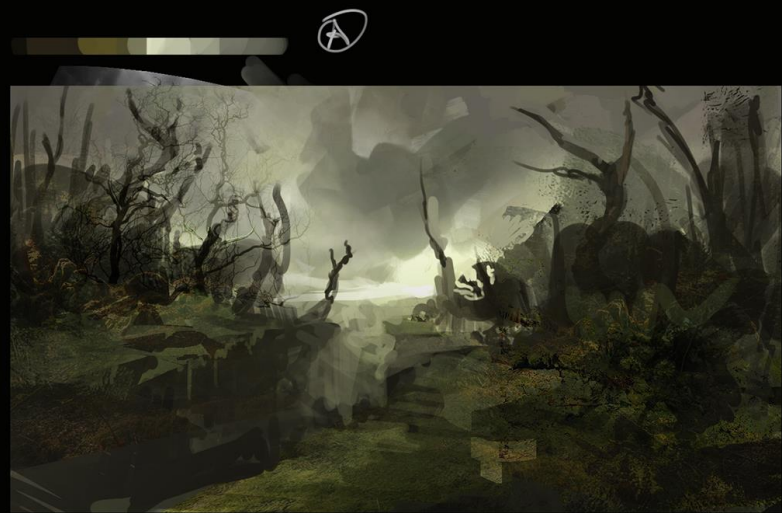










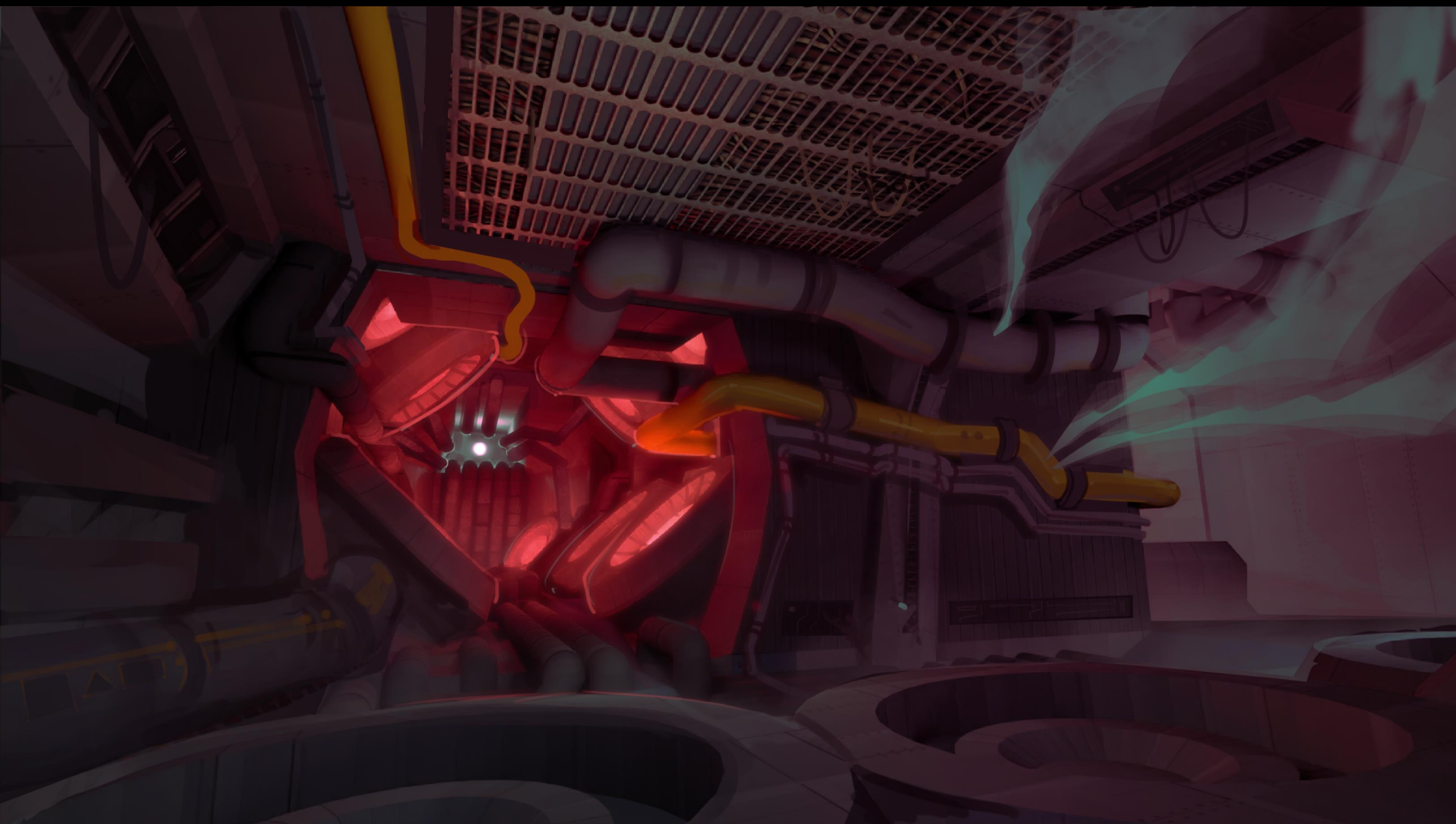


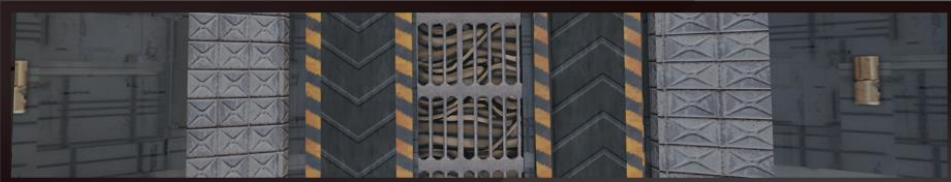
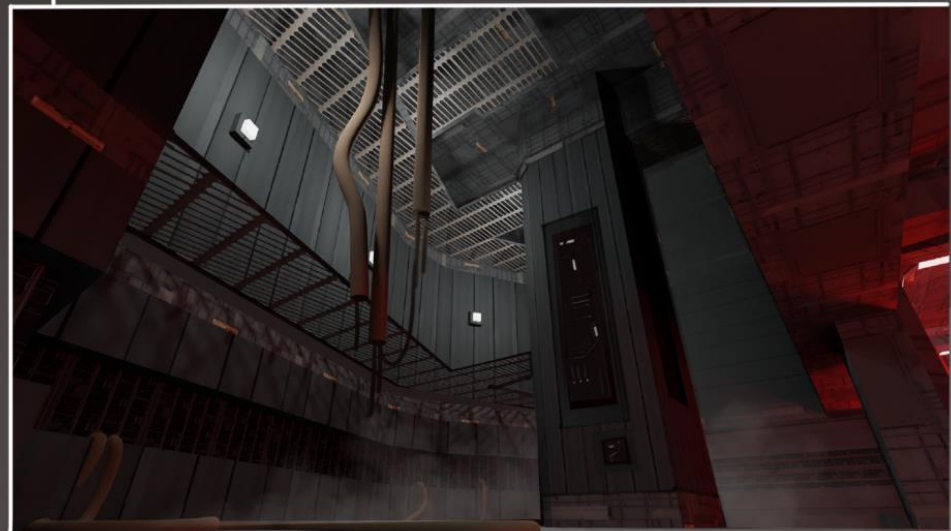
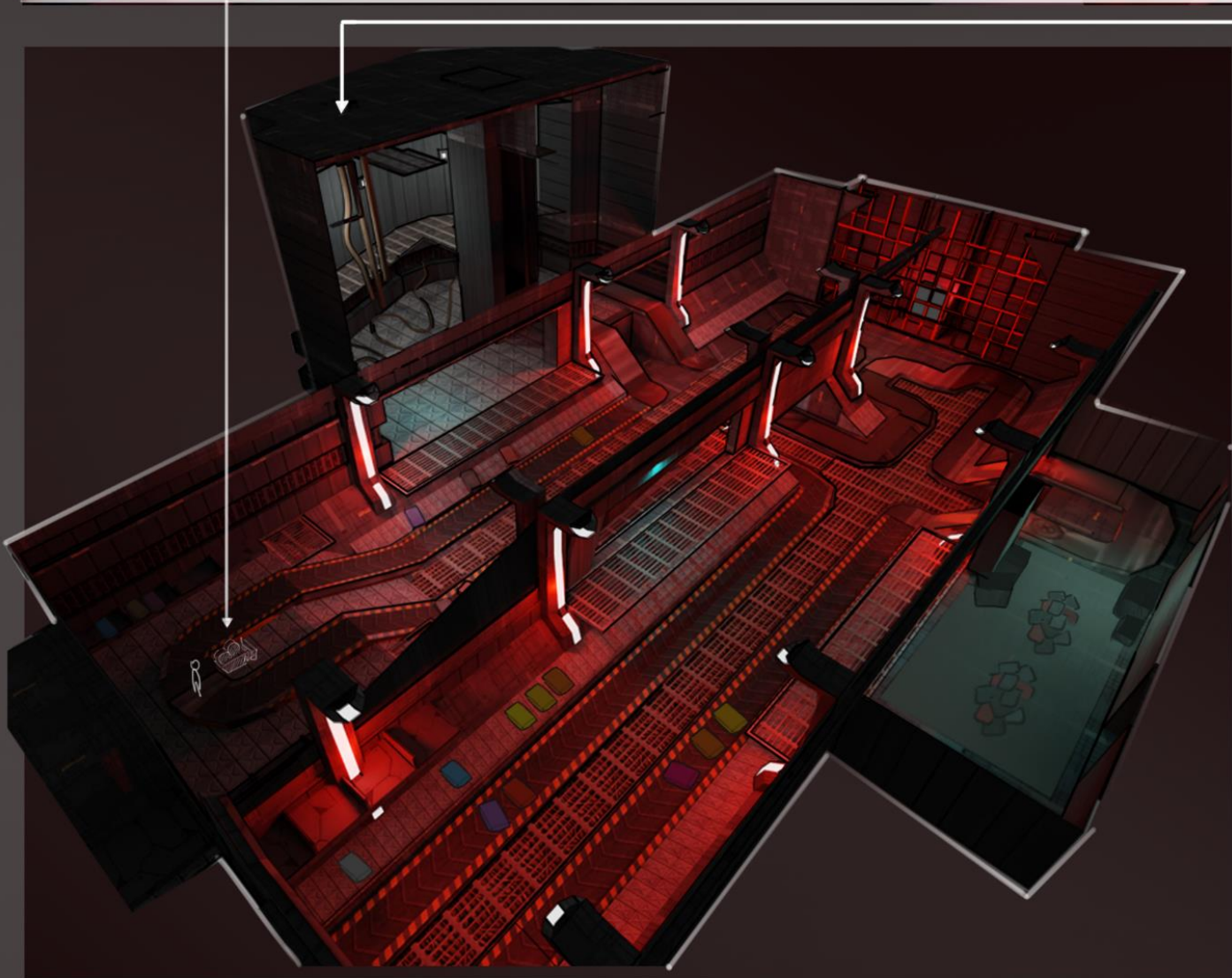
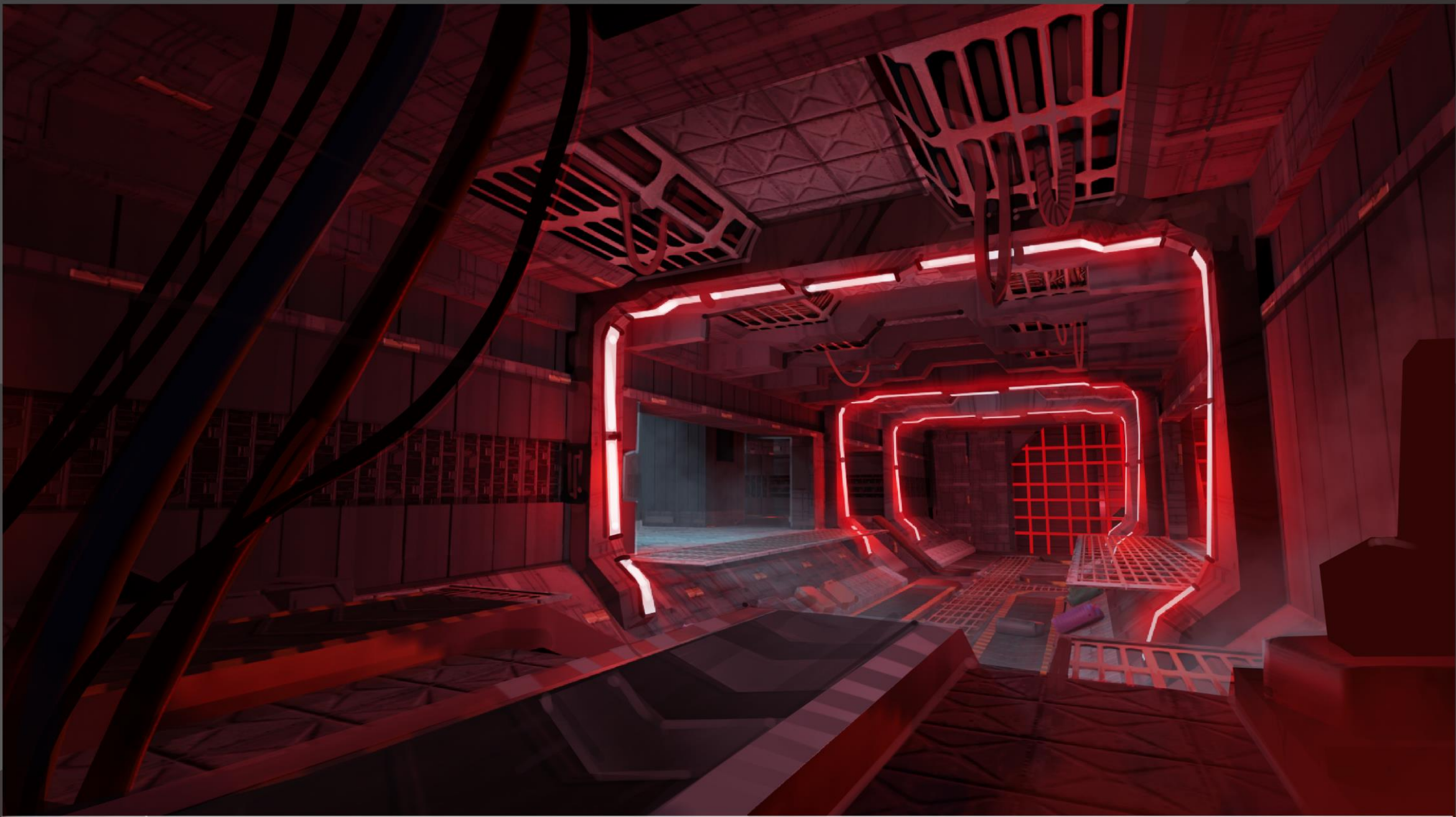














06

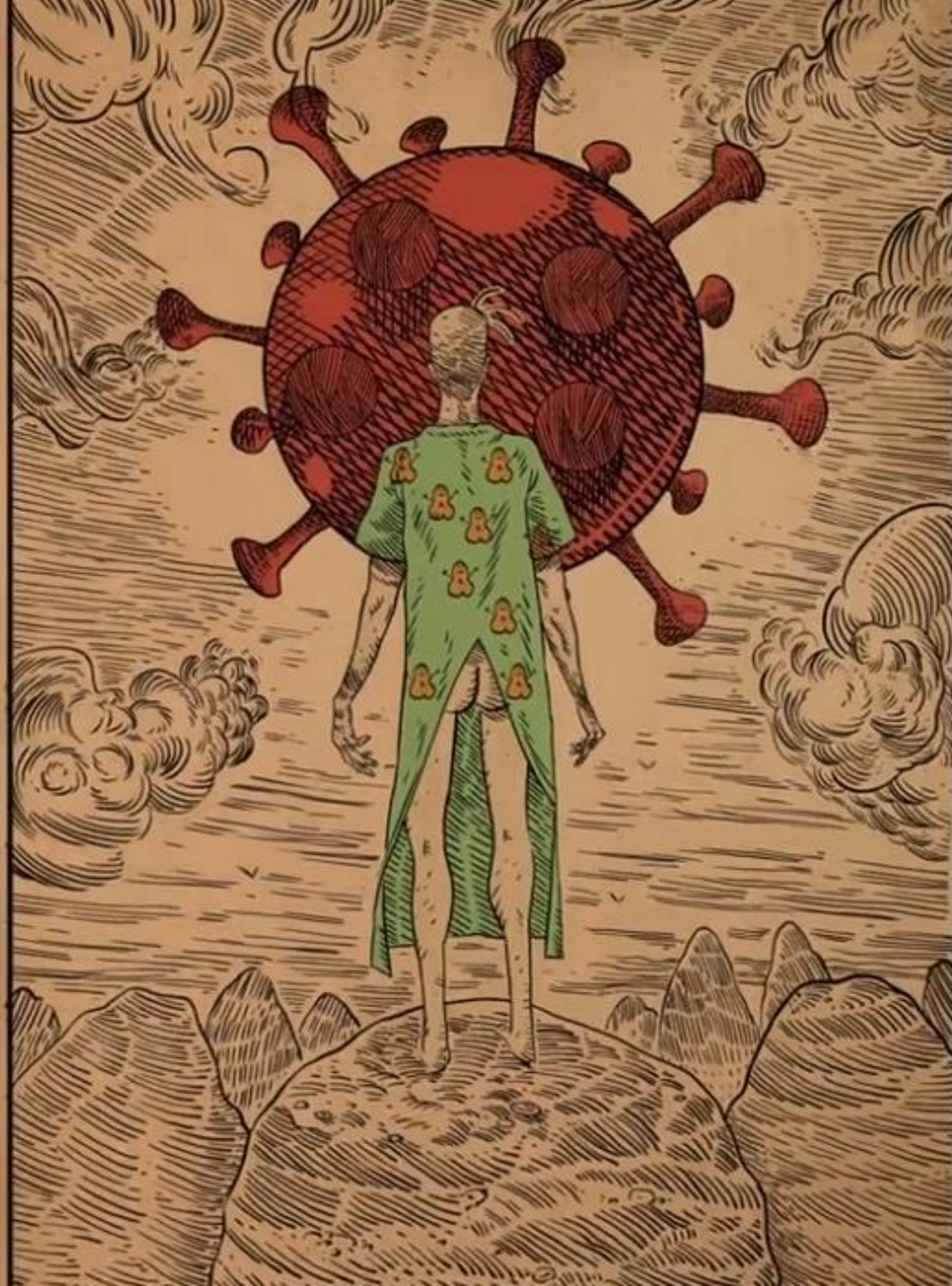
2021-2022
dreaming up
the Dude













ART BY THE
HYPERSTRANGE TEAM:

Łukasz Szybaldin

art director, level designer,
3D environment artist, lighting & tech. artist

Jakub Mucha

level designer, 3D environment artist,
technical artist

Piotr Szekalski

concept artist, 3D character artist,
3D environmental artist, technical artist

Jakub Siejka

3D character artist, 3D environment artist,
Technical artist

Ania Leńczuk

3D environment artist, VFX artist

Alek Wasilewski

cutscene cinematic artist & animator

Franciszek Radecki

concept artist

Maciej Perkowski

concept artist

Robert Rejmak

concept artist

Przemysław Miliński

promotional artist

Piotr Kosmala

art consulting

